

PORIRUA JUNIOR SPORTS LEAGUES 2019

Term 1 Information - Flag



Each player wears a belt with Velcro on it; two strips of cloth (known as tags) are then placed on the Velcro with one hanging on each side of the child over their hips. These will be supplied. Alternatively the student may wear a pair of shorts with velcro sewn onto the sides of them. The games run in a 35 minute block with the first game starting at 3.40pm and the last game finishing at 6.00pm for 7 weeks which includes a finals round. In the case of bad weather causing games to be called off a decision will be made at 12pm so that school and the manager can be notified. We will endeavour to reschedule the games if scheduling permits.

Venue: Cannons Creek Park

Cost: \$145.00 per team

Registrations close: 8th February

Start Date: Wednesday 20th February years 3—6

Thursday 21st February Years 7—8

www.ymcawellington.org.nz

Registrations

All registrations must now be done online through our website. www.ymcawellington.org.nz and navigating to the Porirua Junior Sports page in the drop down menu.

Referees & Fair Play

Please be aware all our referees are young people themselves and will be doing their best to enforce the rules in the best way they know how. They will not always get the decisions right. Our junior sports programme is an opportunity to give kids ago and have fun playing with their mates. We encourage all teachers, managers and parents to make sure they understand this.

Contact Us

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1. The game will consist of two 15 minute halves with a 2 minute half time break.
2. There can be only 8 players on the field at all times.
3. Players can be substituted at any time. The fresh player may enter the game once the substituted player has left the field.
4. There are 6 plays for the attack to score a try or get as far into the oppositions half as possible before it is handed over to the opposition.
5. A defence can stop a play by removing one or both of the attacks flags. When it is removed several things happen:
A. The defender who has removed it must hold it up where they removed it to mark where the next play begins.
B. The defence then retreats back 7 metres apart from the defender who removed the tag. That defender may stay up next to the attacker to stop a dummy half run.
C. The attacker must roll the ball under their legs using their feet to the dummy half behind them.
D. When the dummy half touches the ball the defence can then move forward. The dummy half can run and be tagged with the ball.
6. Players in possession must pass the ball back to other players; they cannot pass in front of them.
7. If the ball is dropped/knocked back behind the player it is play on, if the ball goes forward it is a knock on and the league/rugby advantage rule applies.
8. An attacker must stop if they are found in possession with only one or no tags.
9. The only players that can promote the ball without both tags on are the dummy half or the player taking the tap as long as they don't take more than one step.
10. A try is awarded to a team that grounds the ball over the oppositions try line.
11. The game is minimal contact; an attacker cannot deliberately bump into a defender neither can defenders suddenly change direction to move into the attacker's path. Whoever initiates the contact will be penalised. The aim is for the attacker to avoid the defender.
12. The player in possession cannot fend off defenders or protect their tags.
13. Players can kick the ball as long as it doesn't go over the referees shoulder height. Offside rule applies for kicks the same as league/rugby.
14. A kicked ball must be collected before the try line in order to score.
15. Players cannot dive at any point in the game including scoring. If a player slips with the ball it is considered the end of a play. If a player reaches out to score a try, the ball must touch the ground.
16. Rules may be adapted for the Year 3 & 4 competition as necessary to accommodate for the younger players.
17. Teams cannot be more than five minutes late to their game. If a team is not ready to play by that time they will automatically default.

